

Listing of Claims

By the present amendment, claims 6, 7, 9-24, 39-43, and 47-65 are pending. Claims 47-65 are newly added. Claims 1-5, 8, 25-38, and 44-46, are canceled without prejudice or disclaimer to be filed at a later date. The remaining claims are unchanged.

The listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Canceled).
2. (Canceled).
3. (Canceled).
4. (Canceled).
5. (Canceled).
6. (Original) A gaming apparatus disposed in a casino, the gaming apparatus comprising:
 - a display unit;
 - a value input device;
 - a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,
 - said controller being programmed to receive data representing server information regarding a plurality of casino gaming servers,
 - said controller being programmed to organize said plurality of casino gaming servers, wherein said controller organizes said plurality of casino gaming servers according to said server information data,
 - said controller being programmed to select a casino gaming server from among said plurality of casino gaming servers, wherein said controller makes said

selection according to one of the following: said organization of casino gaming servers or said server information data,

said controller being programmed to receive gaming data from said selected casino gaming server,

said controller being programmed to cause said display unit to generate a game display relating to one of the following games: poker, blackjack, slots, keno or bingo, and

said controller being programmed to determine a value payout associated with an outcome of said game.

7. (Original) A gaming apparatus as defined in claim 6, wherein said display unit comprises a video display unit that is capable of generating video images.

8. (Canceled).

9. (Original) A gaming apparatus as defined in claim 6, wherein said display unit comprises at least one mechanical slot machine reel.

10. (Original) A gaming apparatus as defined in claim 6,
wherein said controller is programmed to cause said display unit to generate a display relating to one or more of said plurality of casino gaming servers,
wherein said controller is programmed to allow a person to select one of said casino gaming servers from among said one or more casino gaming servers.

11. (Original) A gaming apparatus as defined in claim 10, wherein said controller is programmed to cause said display unit to generate a display relating to said server information data for each of said one or more casino gaming servers.

12. (Original) A gaming apparatus as defined in claim 6, wherein said controller is programmed to automatically select a casino gaming server from said plurality of casino gaming servers based on said server information data.

13. (Original) A gaming apparatus as defined in claim 6, wherein said server information data relates to at least one of the following factors for each of said plurality of casino

gaming servers: data transfer rate, responsiveness, identification, load, geographic location, network subnet data, description, available gaming data and gaming data size.

14. (Original) A gaming apparatus as defined in claim 6, wherein said controller is programmed to discard a casino gaming server from said plurality of casino gaming servers as an option for selection based on a threshold value, said threshold value relating to at least one of the following factors: data transfer rate, responsiveness, load, geographic proximity, network subnet data, available gaming data and gaming data size.

15. (Original) A gaming apparatus as defined in claim 6, wherein said gaming data relates to at least one of the following games: poker, blackjack, slots, keno or bingo.

16. (Original) A gaming apparatus as defined in claim 6, wherein said gaming data relates to at least one of the following: a new game, a software update and configuration data.

17. (Original) A gaming apparatus as defined in claim 6, wherein said controller is programmed to cause said display unit to generate said game display from said gaming data.

18. (Original) A gaming system comprising a plurality of gaming apparatuses as defined in claim 6, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

19. (Original) A gaming system as defined in claim 18 further comprising:
said plurality of casino gaming servers; and
a master gaming server,
wherein said controller is programmed to communicate with said master gaming server.

20. (Original) A gaming system as defined in claim 19 further comprising a network server,

wherein said controller is programmed to provide said network server with a gaming apparatus identification and data to authenticate said gaming apparatus identification,

wherein said controller is programmed to receive a network identification from said network server if said network server accepts said gaming apparatus identification and said data

to authenticate said gaming apparatus identification, and

wherein said controller is programmed to communicate with said master gaming server using said network identification.

21. (Original) A gaming system as defined in claim 20,

wherein said controller is programmed to receive network server authentication data from said network server,

wherein said controller is programmed to determine if said network server authentication data is authentic for said network server, and

wherein said controller is programmed to accept said network identification if said network server authentication data is authentic for said network server.

22. (Original) A gaming system as defined in claim 18, wherein one or more of said plurality of gaming apparatuses is a master gaming server, wherein said controller of said one or more gaming apparatuses is programmed to provide a list of said plurality of casino gaming servers to other gaming apparatuses.

23. (Original) A gaming system as defined in claim 18, wherein one or more of said plurality of gaming apparatuses is a casino gaming server, wherein said controller of said one or more gaming apparatuses is programmed to provide gaming data to other gaming apparatuses.

24. (Original) A gaming system as defined in claim 18, wherein said gaming apparatuses are interconnected via the Internet.

25. (Canceled).

26. (Canceled).

27. (Canceled).

28. (Canceled).

29. (Canceled).

30. (Canceled).

31. (Canceled).

32. (Canceled).

33. (Canceled).

34. (Canceled).

35. (Canceled).

36. (Canceled).

37. (Canceled).

38. (Canceled).

39. (Original) A gaming method for downloading gaming data from a casino gaming server to a gaming apparatus disposed in a casino, the gaming method comprising:

receiving data representing server information regarding a plurality of casino gaming servers;

organizing said plurality of casino gaming servers according to said server information data;

selecting a casino gaming server from among said plurality of casino gaming servers according to one of the following: said organization of casino gaming servers or said server information data;

receiving gaming data from said selected casino gaming server;

causing a game display of one of the following games to be generated: poker, blackjack, slots, keno or bingo; and

determining a value payout associated with an outcome of said game represented by said video image.

40. (Original) A gaming method as defined in claim 39, additionally comprising:
causing a display relating to one or more of said plurality of casino gaming servers to be generated; and
allowing a person to select one of said casino gaming servers from among said one or more casino gaming servers.

41. (Original) A gaming method as defined in claim 39, wherein selecting a casino gaming server comprises automatically selecting a casino gaming server from among said plurality of casino gaming servers based on said server information data.

42. (Original) A gaming method as defined in claim 39, wherein causing a game display to be generated comprises causing a game display of one of the following games to be generated from said gaming data: poker, blackjack, slots, keno or bingo.

43. (Original) A gaming method as defined in claim 39, wherein selecting a casino gaming server comprises selecting a casino gaming server based on at least one of the following: data transfer rate, responsiveness, identification, load, geographic location, network subnet data, description, available gaming data and gaming data size.

44. (Canceled).

45. (Canceled).

46. (Canceled).

47. (New) A method for downloading gaming data from a server gaming apparatus to a client gaming apparatus over a communications path, the method comprising:

providing server information data regarding a plurality of servers including the server gaming apparatus and one or more gaming servers, the server information data including comparative data for one or more server parameters;

receiving a selection, made according to the server information data, of the server gaming apparatus from the plurality of servers, the selection designating the server gaming apparatus for

download of the gaming data;

sending a request message to the selected server gaming apparatus, the request message requesting the gaming data;

receiving the requested gaming data over the communications path from the selected server gaming apparatus;

responsive to placing of a player wager, causing output of an outcome of a game of chance in accordance with the received gaming data; and

issuing a value payout for play of the game of chance.

48. (New) The method of claim 47, wherein the value payout is associated with the outcome of the game of chance.

49. (New) The method of claim 47, wherein providing the server information data includes:

receiving the server information data from a gaming apparatus selected from the group consisting of: the client gaming apparatus, the server gaming apparatus, and a further gaming apparatus.

50. (New) The method of claim 47, wherein the selection of the server gaming apparatus is received from a player input.

51. (New) The method of claim 50, further comprising:
displaying the server information data on a display.

52. (New) The method of claim 47, wherein the selection of the server gaming apparatus is made by a controller.

53. (New) The method of claim 47, wherein the server information data includes one or more parameters selected from the group consisting of: a data transfer rate, responsiveness, identification, load, geographic location, network subnet data, description, available gaming data, and gaming data size.

54. (New) The method of claim 47, wherein the gaming data relates to one or more

selected from the group consisting of: a game, a software update, and configuration data.

55. (New) At a server gaming apparatus, a method for downloading gaming data from the server gaming apparatus to a client gaming apparatus over a communications path, the method comprising:

receiving a request message for the gaming data from the client gaming apparatus, the request message based on a selection of the server gaming apparatus from a plurality of servers, the selection designating the server gaming apparatus for download of the gaming data, the selection made according to server information data regarding the plurality of servers, the server information data including comparative data for one or more server parameters; and

responsive to the request message, sending the gaming data to the client gaming apparatus over the communications path, an outcome of a game of chance capable of being output on the client gaming apparatus in accordance with the sent gaming data responsive to placing of a wager.

56. (New) The method of claim 55, wherein the selection of the server gaming apparatus is received from a player input.

57. (New) The method of claim 55, wherein the selection of the server gaming apparatus is made by a controller.

58. (New) The method of claim 55, wherein the server information data includes one or more parameters selected from the group consisting of: a data transfer rate, responsiveness, identification, load, geographic location, network subnet data, description, available gaming data, and gaming data size.

59. (New) The method of claim 55, wherein the gaming data relates to one or more selected from the group consisting of: a game, a software update, and configuration data.

60. (New) A client gaming apparatus for downloading gaming data from a server gaming apparatus over a communications path, the client gaming apparatus comprising:
a display;

a wager input device;
a value output device;
a controller operatively coupled to the display, the wager input device, and the value output device, the controller including a processor programmed to:
retrieve server information data regarding a plurality of servers including the server gaming apparatus and one or more gaming servers, the server information data including comparative data for one or more server parameters,
receive a selection, made according to the server information data, of the server gaming apparatus from the plurality of servers, the selection designating the server gaming apparatus for download of the gaming data, and
generate a request message for the gaming data; and
a communications interface coupled to:
send the request message to the selected server gaming apparatus, and
receive the requested gaming data from the selected server gaming apparatus over the communications path;
the processor of the controller further programmed to:
responsive to placing of a player wager using the wager input device, output an outcome of a game of chance to the display, in accordance with the received gaming data, and
issue a value payout to the value output device for play of the game of chance.

61. (New) The client gaming apparatus of claim 60, wherein the selection of the server gaming apparatus is received from a player input.

62. (New) The client gaming apparatus of claim 61, wherein the processor of the controller is further programmed to:
output the server information data to the display.

63. (New) The client gaming apparatus of claim 60, wherein the processor of the controller is further programmed to:
generate the selection of the server gaming apparatus.

64. (New) The client gaming apparatus of claim 60, wherein the server information data includes one or more parameters selected from the group consisting of: a data transfer rate,

responsiveness, identification, load, geographic location, network subnet data, description, available gaming data and gaming data size.

65. (New) The client gaming apparatus of claim 60, wherein the gaming data relates to one or more selected from the group consisting of: a game, a software update, and configuration data.